# Knights of the Sky™

## TECHNICAL SUPPLEMENT

for Commodore Amiga computers

## Contents

Your *Knights of the Sky* should contain a manual, this technical supplement, a quick key guide, a map of Flanders, two disks and a registration card.

## Required Equipment

**Computer:** This simulation requires a Commodore Amiga with at least 1 Mb of RAM. If you intend to install the simulation onto a hard disk, 1.5 Mb of RAM is required.

**Controls:** *Knights of the Sky* can be run entirely from the keyboard, with mouse and keyboard, or with joystick and keyboard. An analog joystick greatly improves the "feel" and realism, and is therefore strongly recommended.

**Display:** The simulation requires a color display.

**Disk Drives:** *Knights of the Sky* can be installed onto 3.5" floppy disks. However, it works best if installed onto a hard disk drive.

## Installation Concepts

**Important:** *Knights of the Sky* should not be played from the disks enclosed. You must either copy the original disks onto backup floppy disks or use the install program to create a subdirectory on your hard disk. If you attempt to play from the disks enclosed they will become permanently altered because they are updated as the simulation runs.

**Installing on Floppy Disks:** *Knights of the Sky* has no disk copy protection. Insert your original *Knights of the Sky* Disk A and switch on your computer. A screen will appear which allows you to copy your original disks. Please follow any on-screen prompts. You will need two blank disks.

**Installing on a Hard Disk:** Boot up your hard disk as normal and insert *Knights of the Sky* Disk A. Open this disk and double-click on the "INSTALL" icon. Please follow any on-screen prompts. A drawer labelled "KOTS" will be created on your hard disk, containing all necessary files.

## Running Knights of the Sky

### Startup

**Floppy Disk:** If your computer has KickStart in ROM, turn off your computer and insert backup Disk A. Power up the computer, and the program will auto-load. If your computer does not have KickStart in ROM, load the KickStart as normal, insert backup Disk A at the Workbench prompt, and program will auto-load. Please follow any on-screen prompts requesting disk changes.

**Hard Disk:** Boot up your hard disk as normal. Open the "KOTS" drawer and double-click on the "game" icon.

### Saving Games

**Hard Disk:** Your games will be saved to the drawer containing *Knights of the Sky.*

**Floppy Disk:** Your games are saved onto your "backup" game disks. You don't need an additional save-game disk.

## Operating Difficulties and Loading Problems

The latest notes regarding this program, additions, revisions etc. can be found on Disk A, in an ASCII file named "READ.ME". You can read the file using standard AmigaDOS commands e.g. "Type", "More" (These utilities can be found on the WorkBench disk).

In the vast majority of cases a loading problem is not due to faulty software, but either an incorrect loading procedure or a hardware fault.

Please ensure that the loading instructions have been correctly executed. The most common hardware failures are due to a misalignment of the heads in the disk drive. Such faults may be detected by loading the game on another computer. (Either use a friend's machine or ask the software store from which the game was purchased to test it).

Alternatively, a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of viruses. It always pays to own original software.

In the unlikely event of a software fault, please return the complete package, with your receipt, to the place of purchase. (MicroProse regrets that goods cannot be replaced unless bought from the company directly.)

If you have any difficulty while loading *Knights of the Sky,* or need help while running the simulation, MicroProse will be happy to help you. Please call MicroProse Customer Service at (410) 771-1151, Mon - Fri 9am - 5pm EST. Have a pen and paper handy when you call.

**This Official Proof-of-Purchase can earn you a free backup disk! Details on Backup Order Form.**

Knights of the Sky™

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**Please check game format here.**

❑ IBM 3.5 ❑ Atari ST
❑ IBM 5.25 ❑ Amiga
❑ C-64 ❑ Mac

# Enhancements to the Amiga version

The Amiga version of Knights of the Sky includes many new and improved features which we believe enhance the game. Unfortunately, the original manual does not contain details of all the changes. They are all listed below, with page numbers referring you to the appropriate section of the manual.

## Methods of Control (pages 16,19)

Amiga versions of *Knights of the Sky* allow you to fly the planes via one of four controllers: Analog Joystick *Alt/J,* ordinary Joystick *J,* Keyboard *K,* and Mouse *M.* You can switch controllers before or during a flight by pressing the relevant key. There is no need to calibrate the joystick.

**Drop Bombs (page 23):** If you are using an analog joystick, press *fire button 2* to release a bomb. If you are using a mouse, press the *right-hand mouse button*; if using an ordinary joystick or a keyboard, press the *Delete* key on the keyboard.

**A Light Touch on the Stick:** The 's' key will control the sensitivity of your joystick, mouse or keyboard when in flight. Press 's' - one, two or three times - for increased flight control sensitivity.

## Operating Instructions (page 15)

On Page 15 of the manual, operating instructions are given for IBM PC Compatible computers. You should ignore these, as you cannot set-up options for graphics and sound before loading *Knights of the Sky* on your Commodore Amiga.

## Controls, Views and Instant Replays (page 19)

It is stated in the manual that the keys in parenthesis access the controls for IBM computers. These keys perform exactly the same function on Amiga versions, unless otherwise stated below.

**Control Stick:** Amiga versions support both Analog and Digital Joysticks. During the loading sequence you will be asked to specify your chosen method of control. You can also change control during play. If you have an Analog Joystick, you can activate it by pressing key *Alt/J,* an ordinary (digital) Joystick by pressing key *J,* Keyboard *K,* and Mouse *M.*

**Aileron/Elevator Functions:** If you are not using an analog joystick, it can be difficult to maintain a dive to strafe buildings, as a digital joystick will 'self-correct', and pull you out of the dive. We have adjusted the 'elevator' function to allow you to dive smoothly.

If you press the *Tab* key while in flight, an icon will appear in the upper left-hand corner depicting your plane with a red dot showing the position of the control stick. When the digital joystick is moved left or right (the 'aileron' function), and then released, the control stick will return to the central position immediately. When moved forward, to dive, and then released, the red dot will not return all the way back to the central position. It will remain slightly forward, enabling you to maintain smooth dives. Simply pull back on the stick to correct.

**Detail Adjust (Alt / D):** Amiga versions have 4 selectable levels of detail. The simulation initially runs at level 4 - full graphic detail. By tapping the *Alt/D* key you may reduce the level of detail. Each tap of the *Alt/D* key will progressively reduce ground features.

Instant Replays (page 22)

*Knights of the Sky* automatically shows an instant replay of combat situations in which you shoot an opponent out of the sky, or in which you are shot down.

When one of these situations occurs, the action stops and you will be given options to "Start Replay" or "Continue Game." You may change the view from which you see the replay by pressing any of the view selection keys (function keys) before selecting "Start Replay."

The Home Menu (page 31)

**The Control Panel (page 32):** There is no Control Panel option in the Amiga version of *Knights of the Sky,* but you can toggle all information screens on or off by pressing the *spacebar.*

Head to Head Play (pages 7, 45)

For Head to Head play, Amiga versions of *Knights of the Sky* require a Hayes-compatible modem, a simple serial link, or null modem cable. By selecting *Head to Head* from the main menu, you can play *Knights of the Sky* against another person.

**By Modem:** If you and another person have Hayes-compatible modems and both of you own Knights of the Sky, you can play against each other over the phone lines. Refer to your modem instructions for how to set up and use your modem.

*Name:* When asked to enter your name, simply type the name by which you will be known for these dogfight encounters.

*Baud Rate:* Next you are asked at what rate you will be passing information. Choose between 1200 and 2400. The recommended rate is 2400. Your modem

must be capable of full duplex operation. Refer to your modem user's manual for more information if necessary.

*Call or Wait:* You are now asked if you will initiate or wait for a call, or answer immediately. If there are problems in making the connection, you are prompted and informed of the problem; otherwise you are moved immediately to the Hangar Screen.

It is a good idea to contact the person you will be competing with to decide who will "initiate" the call and who will "wait for" the call. For the two machines to achieve smooth communication, one computer (the initiator) sends a "hello" message while the other (the waiter) waits to receive the "hello."

*Initiate/Wait for a Call:* After deciding who will call and who will wait, you can both hang up your phones. The "caller" should start the start-up sequence and select "Initiate Call" from the "What will you do..." screen. The "waiter" should select "Wait for a Call."

*Answer Immediately:* Alternatively, the players can stay on the phone lines after deciding who will call. The phone connection is already made, so all that is necessary is for the modems to begin talking. For this circumstance, the "caller" should select "Initiate a Call" and the "waiter" should select "Answer Immediately" from the menu.

**By Cable:** You will need a second computer and a linking cable. Simply connect the cable from the serial port of one of the computers to the serial port of the other before selecting Head to Head play.

**Target Indicator:** During head-to-head play, a red arrow will indicate the position of your opponent. Follow the arrow to find him! The target indicator can be toggled on and off by pressing the "t" key.

# CREDITS

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